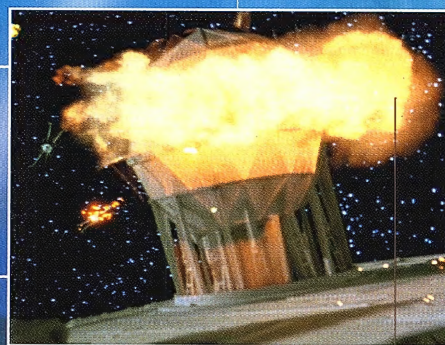
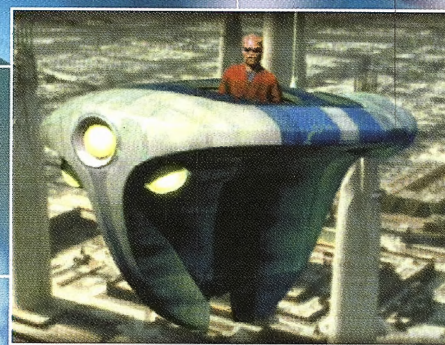


THE OFFICIAL STAR WARS FACT FILE 43

INSIDE:
THE FORCE

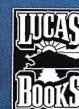


HIGH-POWERED
DEFLECTOR SHIELDS



DETAILED PLANS
CORUSCANT AIR TAXI

DeAGOSTINI



THE OFFICIAL STAR WARS FACT FILE

43

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BLASTING ITS WAY INTO ISSUE 44...

THE BATTLE OF ENDOR

How the Rebel strike team took out the Death Star's planetary defence.

PRINCESS LEIA ORGANA

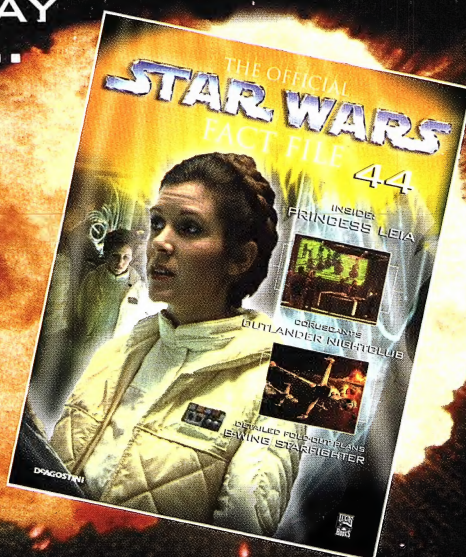
The Rebel leader's adventures on the ice world of Hoth.

DEXTER JETTSTER

The Besalisk proprietor of Dex's Diner.

REE YEEES

The drunken Gran who ended up as the clown of Jabba's court.



CORUSCANT - NIGHTCLUB

The once popular Outlander Club that went to rack and ruin.

FLR LOGGER

Industrial Automaton's tree-harvesting droid.

NABOO CR2 BLASTER

The highly efficient pistol used by the Naboo security forces.

EXPANDED B-WING FIGHTER

The improved version of the standard B-wing starfighter.



'THE MOON WITH THE REBEL BASE WILL BE IN RANGE IN THIRTY MINUTES'

ABY YAV9

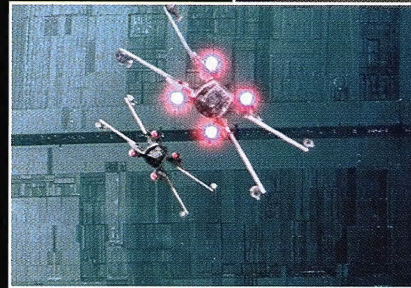
AN UNSTOPPABLE FORCE

AS THE DEATH STAR APPROACHED THE YAVIN SYSTEM
IN SEARCH OF THE REBEL BASE, ITS COMMANDERS
EXPECTED A SHORT AND DECISIVE BATTLE

LITTLE concrete evidence remains from the last hours of the Death Star, so some of the Empire's tactics will always be a matter of conjecture. However, it is certain that the Imperial officers would have known that the Rebels had little time to mount a defence, and no time to flee. The evidence is also strong that Admiral Motti and his tacticians expected the Alliance's resistance to be centered around a massive defence of the moon itself. They were far less prepared for the Rebels mounting an offensive response using dozens of tiny snub fighters. Even when the Rebel strike force approached the Death Star, the Imperials did not scramble significant fighter numbers, as they believed the station's weaponry would make short work of the attacking craft.

The Empire would naturally have expected the Rebels to have strong planetary defences. Although the Death Star had only just been able to establish the base's whereabouts, its officers knew that the Alliance headquarters were well established. It would be only natural to conclude that Yavin 4 would be well defended, possibly by a planetary shield and concealed ground-based batteries.

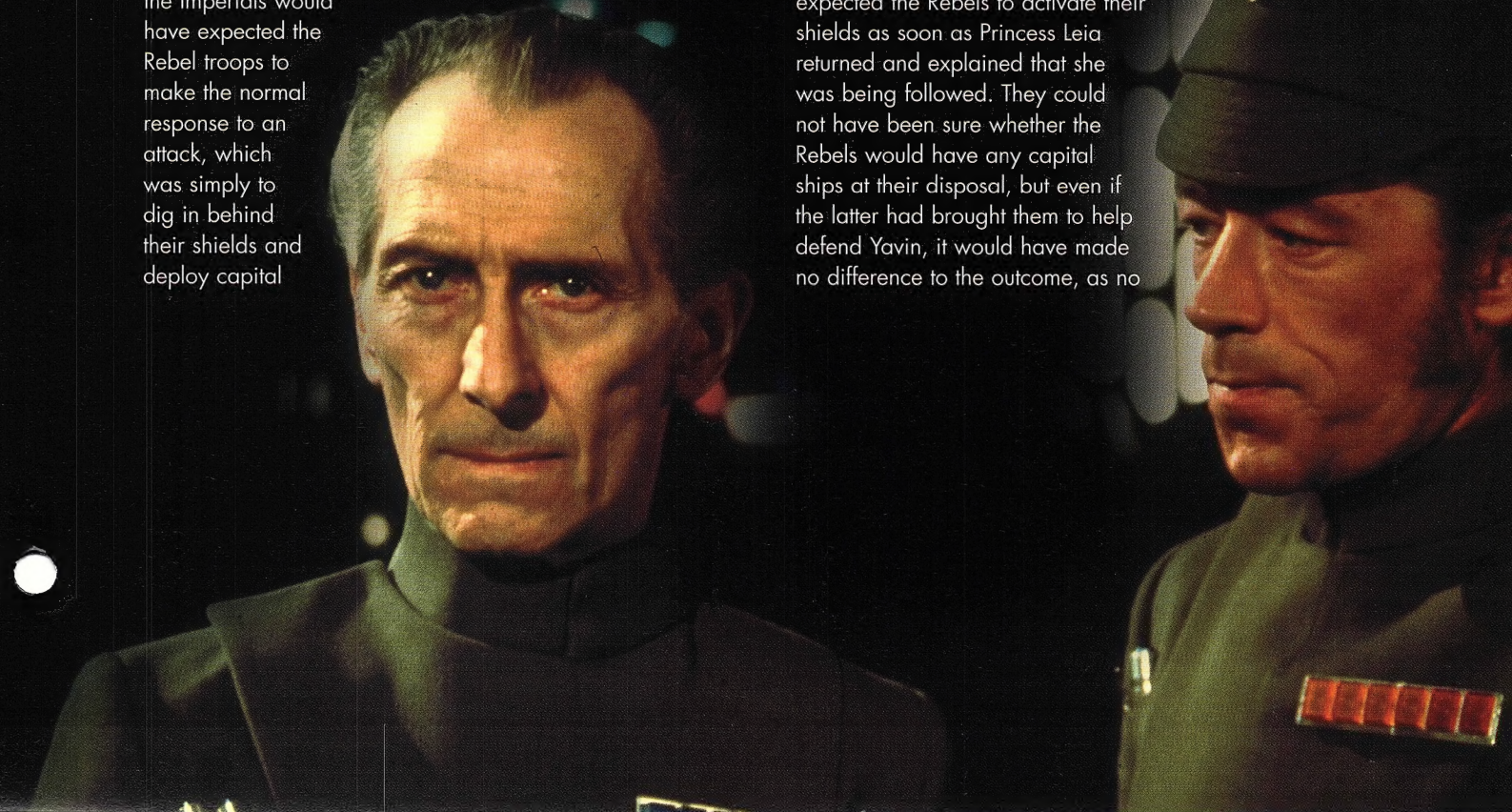
In these circumstances, the Imperials would have expected the Rebel troops to make the normal response to an attack, which was simply to dig in behind their shields and deploy capital



< A Y DEATH STAR APPROACHING: Despite a limited arsenal of X-wing and Y-wing starfighters, the Rebels approved an attack plan to deal with the Death Star. Moff Tarkin, however, refused to acknowledge the Rebel threat.

ships to ward off the aggressor while evacuating their base. The Imperials knew that no planetary shield could possibly resist the Death Star, so it was desirable to make the Rebels take up a defensive position, as this would simply turn their base into a sitting target. However, what the Imperials hadn't considered was the Rebels' knowledge that they had nothing to lose – they knew that a defensive action would be useless and, although the odds were stacked against them, the only possible way out was to fight.

The Imperials would naturally have expected the Rebels to activate their shields as soon as Princess Leia returned and explained that she was being followed. They could not have been sure whether the Rebels would have any capital ships at their disposal, but even if the latter had brought them to help defend Yavin, it would have made no difference to the outcome, as no



capital ship in the galaxy could have mounted a challenge to the Death Star. In fact, as luck would have it, all the Rebels' larger ships were dispersed around the galaxy, forcing them to fall back on the limited resources available to them on Yavin 4.

IMPERIAL COMPLACENCY

Despite the obvious difficulties facing the Alliance plan, some of the Imperial officers did take the Rebel tactics seriously — once they had analyzed the attack pattern and realized that there was a small, but significant, risk to the Death Star. However, Grand Moff Tarkin brushed the suggestion aside, refusing to believe that there could be any threat to his battle station. Tarkin even declined to deploy a proper TIE-fighter shield, and only the fighters under Darth Vader's direct command were launched.

This was a fortunate misjudgement as far as the Rebels were concerned, and it allowed them to turn the tide of the battle. Tarkin later sealed his own fate when he dismissed his subordinate's advice that he should prepare for evacuation.

LUCKY BREAKS

Luck was already on the Alliance's side, in that the arrival of the *Millennium Falcon* had brought them two key pilots. Luke Skywalker, who had just begun Jedi training, possessed natural piloting ability and sufficient strength in the Force to be able to guide his shot to the target. Han Solo, the maverick smuggler and reluctant Rebel, was a deadly shot and daring pilot, who happened to own the fastest ship in the system.

Luck also played a part in the Alliance possessing almost the only fighters capable of pressing home the attack, and the one weapon capable of hitting the target. An X-wing's proton torpedoes measured less than half a metre across, and it was just possible for one to approach the two-metre exhaust port from the side, make an instant, sharp turn and enter the port without touching the edges. Had the weapon been any larger, or less

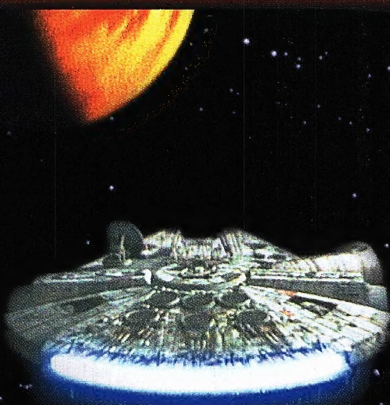
manoeuvrable, it would have exploded harmlessly against the outer casing of the Death Star, as it had on the first, failed attack run.

Finally, the Rebels were supremely lucky with their timing. Luke's shot struck home almost at the instant that the superlaser was to be fired. Had he waited only a few seconds more, the Death Star itself would still have been destroyed, but Yavin 4, the Alliance base and most of the key Rebels would have been vaporized. Despite its losses, the Empire would have triumphed in the Galactic Civil War.



▲ > ALL PILOTS TO YOUR STATIONS:

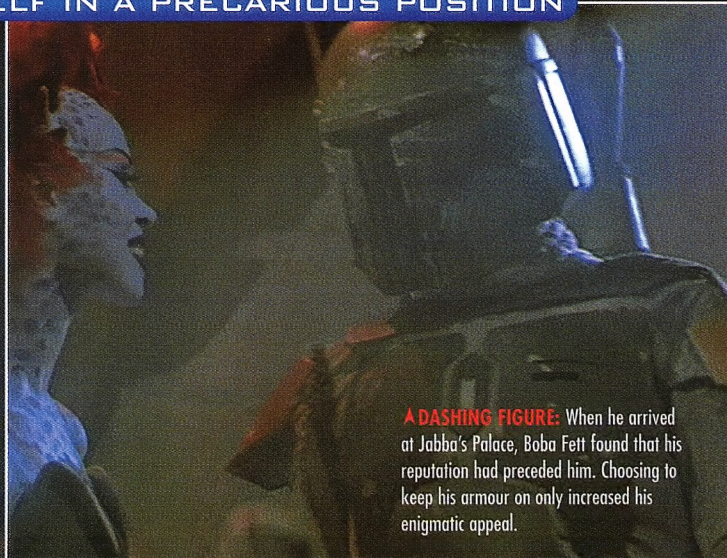
In Han Solo and Luke Skywalker, the Rebels had two sharp and talented pilots. More importantly, in the X-wing's proton torpedo, they had a weapon that could feasibly breach the Death Star's defences.



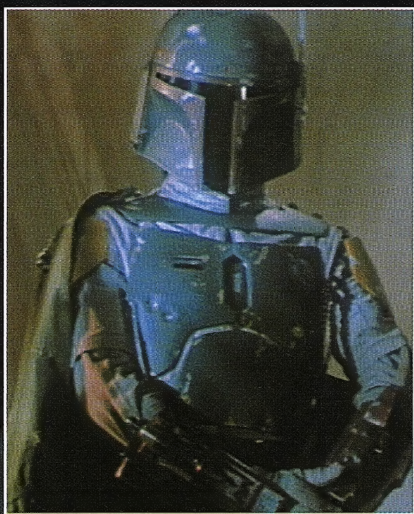
"I LIKE CAPTAIN SOLO WHERE HE IS"

END-GAME?

HAVING FINALLY CAPTURED SOLO, BOBA FETT DELIVERED HIM TO JABBA THE HUTT ON TATOOINE. BUT WHEN SOLO'S FRIENDS TURNED UP TO RESCUE HIM, FETT FOUND HIMSELF IN A PRECARIOUS POSITION



A DASHING FIGURE: When he arrived at Jabba's Palace, Boba Fett found that his reputation had preceded him. Choosing to keep his armour on only increased his enigmatic appeal.



A > SILENT PRESENCE: Never one to bandy words unnecessarily, Boba Fett became an ominous figure in the court of Jabba. Little did he know that he was indeed an omen of the Hutt crime lord's demise at the hands of Princess Leia.

JABBA paid Fett a quarter of a million credits for Han Solo. Boba then accepted an offer to stay at the palace temporarily. Sometime after, two droids arrived with a message from Luke Skywalker asking to bargain for Han Solo's release. But Jabba was not interested in negotiating with Skywalker whatsoever.

The party that night was interrupted by the arrival of Boushh, a bounty hunter who had apparently captured Chewbacca. Boba found himself watching the newcomer carefully and with great interest.

ROYAL VISITOR

The diminutive bounty hunter turned out to be none other than Princess Leia in disguise, come to rescue Solo. Boba had last seen the Princess in Cloud City on Bespin, where he had helped Vader to trap her, Solo and Chewbacca. Fett had not expected to see her again so soon. Later that morning, Luke Skywalker arrived, only to be thrown to Jabba's rancor. He managed to kill the Hutt's pet, even without a weapon. Furious, Jabba moved his entourage to the Great Pit of Carkoon, where his enemies would be fed to the Sarlacc.

Fett was pleased to accept Jabba's

invitation to watch the execution of this troublesome band of Rebels. He certainly had no love for the Jedi – his father's murder at the hands of one of their number on Geonosis often preyed on his mind.

EXECUTION PARTY

There was a party atmosphere on Jabba's luxury sail barge as the group made their way into the desert. The armour-clad Fett, however, kept his eye on the skiff carrying the prisoners.

The moment of the much-anticipated execution arrived. First to be pushed onto the plank over the gaping mouth of the Sarlacc was the Jedi, Luke Skywalker. Fett watched as the Jedi stepped off the plank into the pit. Jabba's enjoyment was short lived as Skywalker twisted in the air and gripped the end of the plank. Catapulted up again, the Jedi caught the lightsabre that an astromech droid had projected towards him. Now armed and dangerous, the Jedi was cutting a swathe through the skiff guards. All this happened in a matter of seconds. Boba Fett wasted no time. He knew how dangerous an armed Jedi Knight could be.

< GRUDGE MATCH:

It was not only his honour that Fett fought for at the Sarlacc pit, but vengeance for his father's death at the hands of a Jedi.



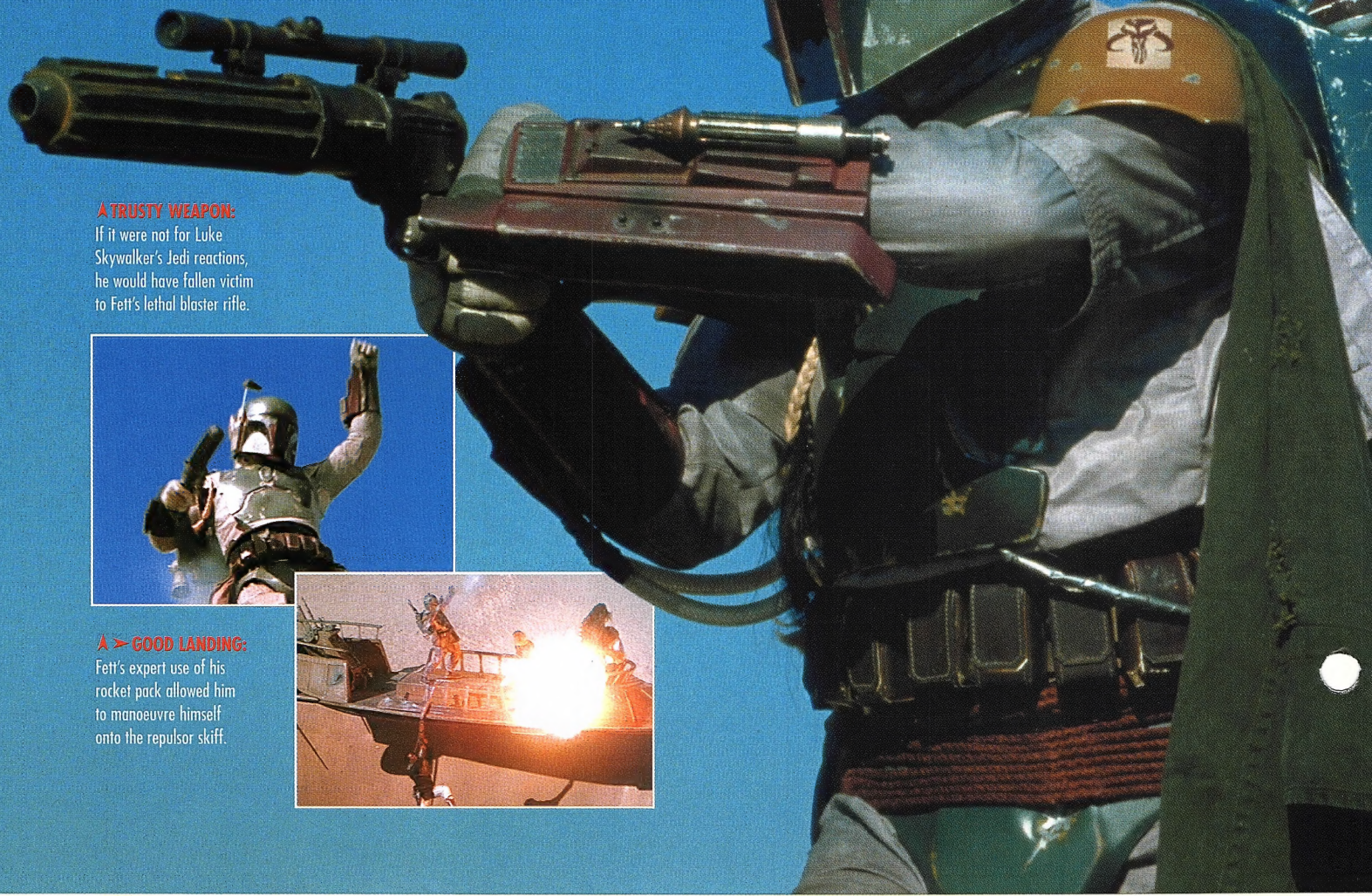
A TRUSTY WEAPON:

If it were not for Luke Skywalker's Jedi reactions, he would have fallen victim to Fett's lethal blaster rifle.



A > GOOD LANDING:

Fett's expert use of his rocket pack allowed him to manoeuvre himself onto the repulsor skiff.



'BOBA FETT?! WHERE?'

4 ABY FET23



JEDI DUEL

BOBA FETT KNEW THAT HE DID NOT STAND A CHANCE AGAINST SKYWALKER'S LIGHTSABRE. HE THEREFORE STOOD BACK AND USED HIS ARRAY OF INGENUOUS WEAPONS TO TRY TO DEFEAT THE JEDI



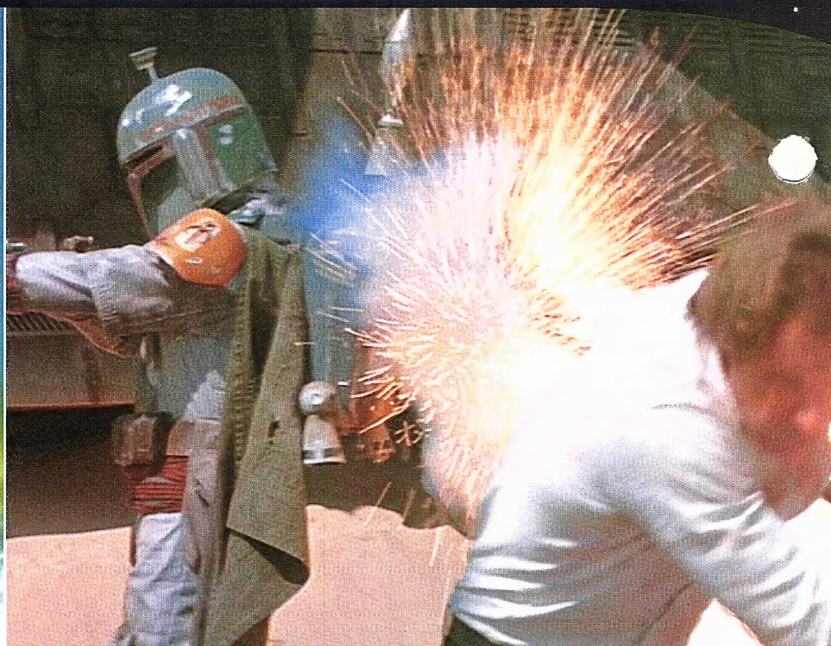
< **YLASO:** Fett always had a trick up his sleeve to surprise his enemies.



< **FEARSOME FOE:** Boba Fett was no easy opponent, even for an armed Jedi Knight. However, his Mandalorian armour did not offer protection from a lightsabre and he was wise enough to keep his distance from the swirling blade.

THE guards on the skiff were no match for Skywalker, only Fett – with his variety of weapons and his fighting skills – could hope to contain the situation. Rushing to the upper deck of the sail barge, he ignited his rocket pack, launching himself at the skiff and the troublesome young Jedi. Hoping to take Skywalker by surprise, Fett landed behind him, his EE-3 blaster rifle at the ready. It was not easy to surprise the Jedi, however, and Skywalker spun around before Fett could fire. The Jedi's lightsabre slashed through Fett's rifle, destroying it. Things did not look good for Boba Fett. At the same moment, the

bounty hunter was saved by an incoming laser cannon blast from the sail barge, which rocked the skiff and knocked both him and Skywalker back. In the confusion, the Jedi was distracted by the plight of his friends. Fett seized his chance and deployed one of the many tricks up his sleeve – a wire lasso. Accurate as always, Fett captured the Jedi in the noose, with his arms tight about his sides. Unfortunately, Skywalker just managed to manoeuvre his lightsabre and cut through the cable. Before Boba Fett could take further action, another blast from the sail barge impacted on the skiff. This time it was not so lucky for the bounty hunter. The blast landed close to him, knocking him unconscious.



▲ UNLUCKY STRIKE:

Fortune was not with Fett. A random swipe from the blind Han Solo ignited the bounty hunter's damaged rocket pack.

◀ DOOMED FLIGHT:

As Luke battled on, his most dangerous enemy hurtled towards the infinite agony of the Sarlacc's belly. Fett could only scream as he fell into the gaping maw.

THE END OF A LEGEND?

As Boba Fett came round, the impact was still ringing in his ears and his head was far from clear. Staggering to his feet, he looked about him. Skywalker was no longer on the prisoner's skiff but had managed to get on board the guard's transport. As Boba Fett regained his bearings, he could see that the Jedi was making short work of Jabba's motley crew. Without his blaster rifle, Fett resorted to one of his secondary weapons – part of his left wrist gauntlet. Unfortunately for Fett, he did not spot Solo, still half-blind from hibernation sickness, and Chewbacca, who was wounded. Somehow Solo had got hold of a spear and now swung it with all his strength at the bounty hunter. The blow hit Fett's rocket pack just as he was about to get rid of Skywalker once and for all. Already damaged by the laser cannon blast, the rocket pack ignited and Fett was hurtled into the air. Desperately struggling for control of his flying device, Fett was propelled against the side of the sail barge. The impact knocked the rocket pack out of action and he tumbled down the steep sides of the vehicle.

The barge had drifted over the Sarlacc pit, and Fett was tumbling directly into it. As he realized the terrible fate that awaited him, the usually cool bounty hunter could not help but scream. The ever-hungry maw of the Sarlacc welcomed him in with a thunderous belch. Darkness and the stench of the desert beast's gut surrounded the stricken Fett. All who saw the incident thought they had seen the last of Boba Fett – one of the greatest and deadliest bounty hunters of all time.

'DIS SUN DOEN MURDER TADA SKIN...'

32 BBY JAR7

JAR JAR IN ACTION

WITH ONLY DROIDS FOR COMPANY, JAR JAR BINKS WEATHERED THE FRIGHTENINGLY ROCKY FLIGHT FROM NABOO. IF THE GUNGAN FOUND THE STERILE ENVIRONS OF THE ROYAL STARSHIP DRY, THE BLISTERING HEAT OF TATOOINE SUITED THE AMPHIBIAN EVEN LESS

JAR Jar's Jedi friends and rescuers had guided the ship to the planet Tatooine in search of components for the craft's damaged hyperdrive. Jar Jar didn't quite understand, but that didn't really matter. He happily tagged along with Qui-Gon Jinn, Padmé – one of the Queen's handmaidens – and R2-D2, the astromech droid.

Jar Jar's attention, already more diffuse than normal because of the heat, was everywhere at once. The ramshackle town of Mos Espa was so vastly different from the swamps of Naboo that the young Gungan just didn't know what to investigate first. Creatures and people he'd never met before, enticing and revolting smells in equal proportions, equipment and everything else that could possibly be poked and prodded to see what it did.

While Qui-Gon and R2-D2 went to look for parts with a junk shop's peculiar owner, and Padmé chatted to a little human boy named Anakin, Jar Jar explored the shop itself. A recalcitrant droid caused him a few problems until Anakin intervened. Jar Jar liked the

kind young boy immediately.

Qui-Gon's quest proved unsuccessful, and the party was off once again. As usual, Jar Jar was hungry. He spotted a market much like the ones at Otoh Gunga and helped himself to an especially interesting morsel. Unfortunately, the owner had tied it down a little overzealously, and the morsel shot off – disturbing a particularly violent Dug who then attacked Jar Jar! Fortunately, Anakin was there to save the struggling Gungan. When an approaching sandstorm



▲ GOOD INTENTIONS: Despite his best intentions, Jar Jar Binks often managed to irritate those around him. Even Qui-Gon Jinn's patience was often tested to the limit by the mishap-prone Gungan.

▲ TROUBLE IN THE CITY:

Ever falling into trouble, Jar Jar encountered the devious Sebulba in the busy streets of Mos Espa. The Dug threatened Jar Jar after an unfortunate incident in which the Gungan accidentally sent a dead creature flying into Sebulba's bowl.





**< Y OUCH – DATS
MUY BIGO OUCHO:**

In his attempts to retrieve his dropped tool from the energy plate of Anakin's Podracer, Jar Jar leaned straight into a high-powered beam. The effect was to render the Gungan's speech even more incoherent than usual.



A SLEEPING THROUGH THE ACTION: On board Queen Amidala's Royal starship, Jar Jar Binks snored loudly. Sound asleep, the Gungan was blissfully unaware of the increasingly complex situation in which the Queen found herself.

threatened, the little human took Jar Jar and his friends into his own house. Best of all, there was food there to keep Jar Jar happy while the others talked about their plans. Whatever they were discussing, Jar Jar reasoned it couldn't have been too bad, as Anakin was certainly happy by the end of the meal.

ON THE ROAD AGAIN

By dawn on the day of the Boonta Eve Podrace, Jar Jar Binks had just about wrapped his head around what was happening. He wasn't sure he liked the thought of Anakin risking his life, as he'd grown extremely fond of the boy. Besides, Pods were dangerous, as Jar Jar could testify.

Despite Qui-Gon's assurances and Anakin's enthusiasm, neither Jar Jar, Padmé, nor Anakin's mother were very happy. Arriving at the hangar before the race, Jar Jar spotted Sebulba. For once,

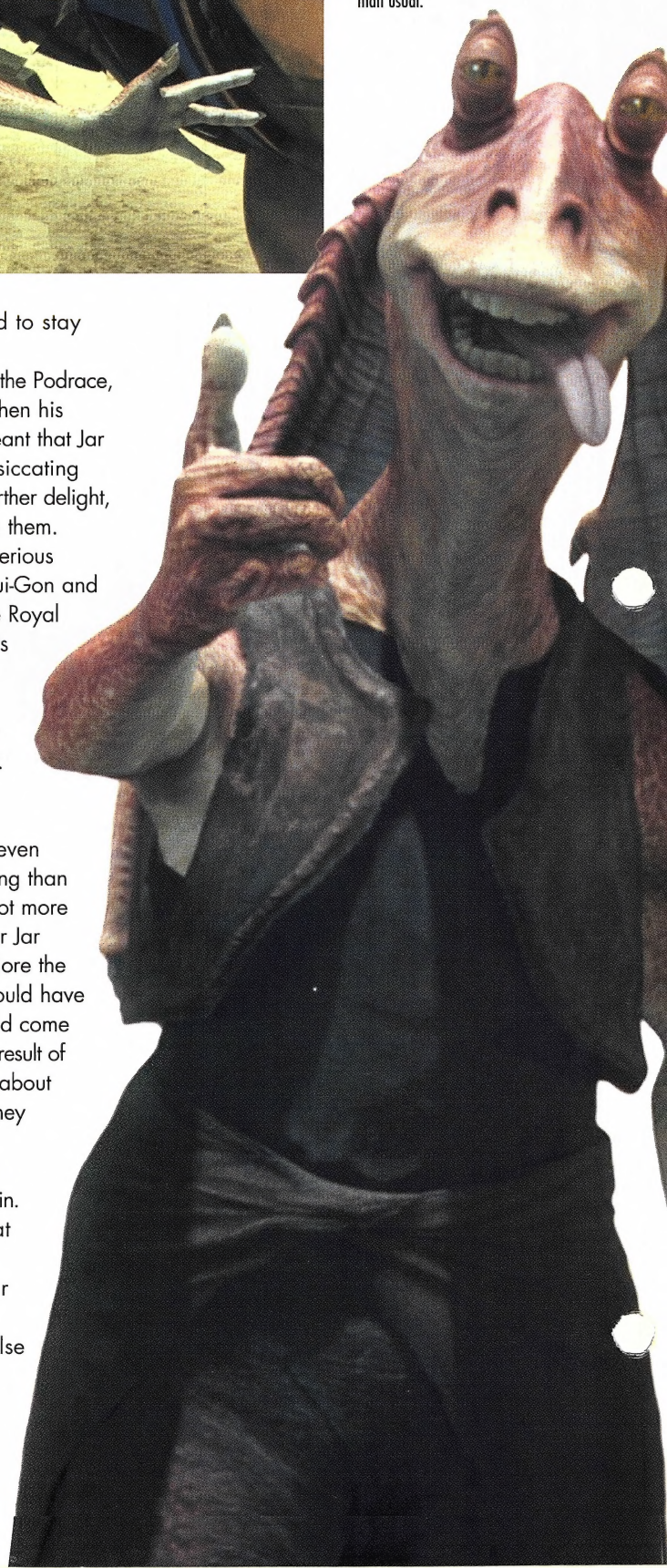
the young Gungan decided to stay close to the others.

Jar Jar didn't see much of the Podrace, but was deliriously happy when his friend won. For a start, it meant that Jar Jar would be leaving the desiccating deserts of Tatooine. To his further delight, Anakin would be going with them.

An encounter with a mysterious black-cloaked figure – as Qui-Gon and Anakin were returning to the Royal starship – disturbed the ship's passengers, though once again Jar Jar missed the action. Safe on board, they were headed for Coruscant. Jar Jar wisely decided to stick with Anakin.

Coruscant proved to be even more dizzying and fascinating than Tatooine. It was certainly a lot more comfortable. Frustratingly, Jar Jar didn't get the chance to explore the city-planet as much as he would have liked. The Naboo Queen had come to a decision – perhaps as a result of her conversation with Jar Jar about the Gungan Grand Army. They were returning to Naboo, accompanied once more by Qui-Gon, Obi-Wan and Anakin.

Though he was happy at the prospect of seeing his beloved swamps again, Jar Jar couldn't help but be a little nervous about what else they might find when they reached Naboo.



'THE FORCE IS WHAT GIVES THE JEDI HIS POWER'

27 ABY FOR3



USING THE FORCE

IN ORDER TO BECOME AN ADEPT FORCE-USER, YEARS OF PRACTICE AND TRAINING ARE REQUIRED. EVEN FORCE-SENSITIVES LIKE ANAKIN AND LUKE SKYWALKER HAD TO WORK HARD TO MASTER ITS POWER

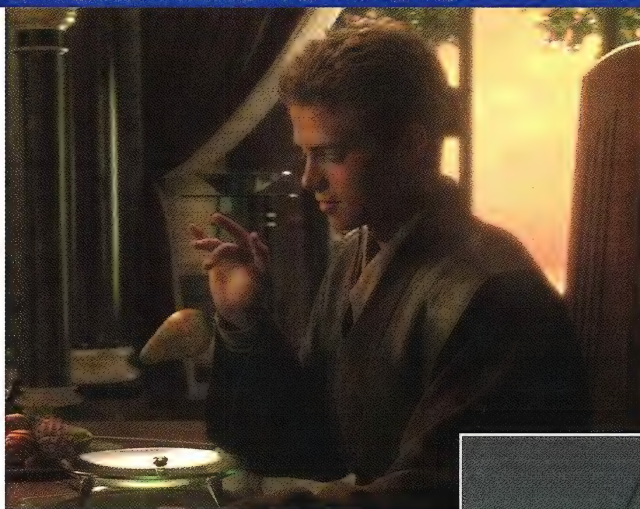
ANY Force-sensitive individual can train to become a Jedi if he or she possesses the will and the opportunity to do so. Although the opposing traditions handle the training in different ways, all students focus on the three pillars of understanding and manipulating the Force.

FORCE-USER TRAINING

The first stage involves individuals accessing the Force to use and enhance their natural abilities. These include improving co-ordination and battle skills, learning to defend against other Force-users, and discovering the art of concealment and the abilities of self-healing. A process of meditation and inner concentration results in successful students becoming at one with the Force within themselves.

The second stage connects the individual to the universal Force binding the galaxy. Learning to interpret its ebb and flow, the Force-user becomes aware of remote places and times. This can, with practice, extend to the Force-user being able to detect other individuals and events at a distance – such feelings becoming a kind of extra sense, akin to seeing and hearing.

Y > MY ALLY IS THE FORCE: Master Yoda was one of the most powerful Force-users of all time. In his prime, the Jedi Master was unmatched with a lightsabre. On the planet Dagobah, Yoda proved the extent of his powers by lifting Luke's downed X-wing out of a swamp – a feat which was beyond the young Skywalker at this point.

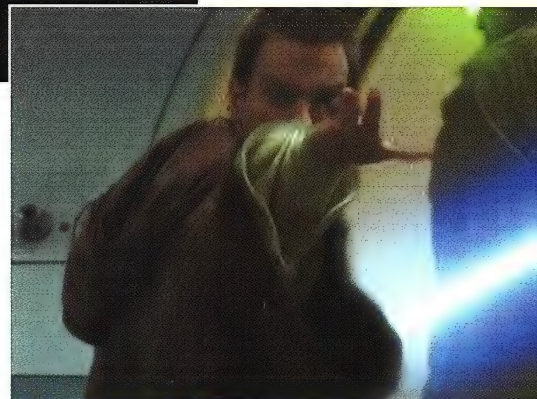


The third stage focuses on the ability to manipulate the Force around the student. Force-users can grip physical objects (including living beings) in tentacles of pure energy that are able to lift and move them. Learning to lock on to the invisible lines of the Force, a Force-user can employ them as a physical ram to knock opponents aside, and is able to gather energy around their body to power physically 'impossible' leaps and bounds. They can also send ripples through the Force, allowing them to communicate with other Force-sensitive individuals.

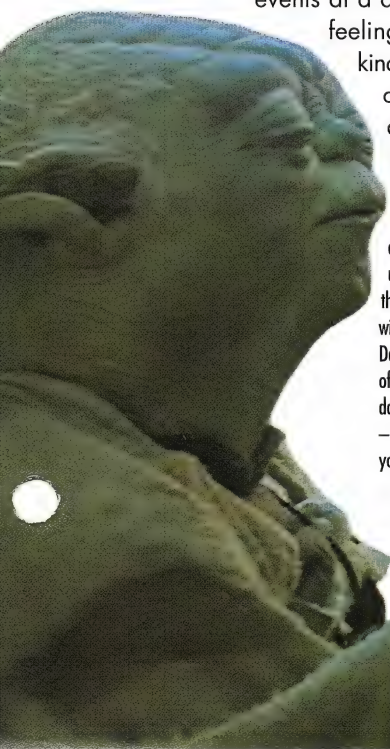
It is at this stage of learning that the dark side usually beckons. The inward-

< Y YOU HAVE UNUSUAL POWERS, YOUNG PADAWAN:

Under the guidance of his Master, Obi-Wan Kenobi, Anakin Skywalker developed his Force-sensitivity to the point where he could harness the power of the Force at will. Yet despite his prowess, the battle between the dark and light sides of the Force still raged inside the Padawan.



looking phase of study can be used in a negative way, but its natural tendency leans to the light. However, once the Force-user stretches out to affect those around them and learns the power that the Force can wield, the temptation to take a quicker path becomes seductive.



Many have been turned by the realization that they hold the fate and lives of others literally in their hands. Jedi Masters, mentors and instructors watch their students most carefully at this time, alert for the warning signs. Sith Lords, on the other hand, actively encourage their students to exploit their growing powers, tempting them to take up the unimaginable energy on offer.

THE FORCE OUTLAWED

The Old Republic nurtured the skills of the Jedi, and it was believed that the ancient arts of the Sith were long dead. During this period, the Force was held in awe by most citizens. It was a measure of Imperial power that, within a few short years of the Empire being at its height, it almost succeeded in stamping out belief in the Force itself. What was once acknowledged and respected throughout the galaxy became, in just a few years, a source of ridicule, considered by most people to be, at best, an outdated myth.

However, senior figures in the Empire

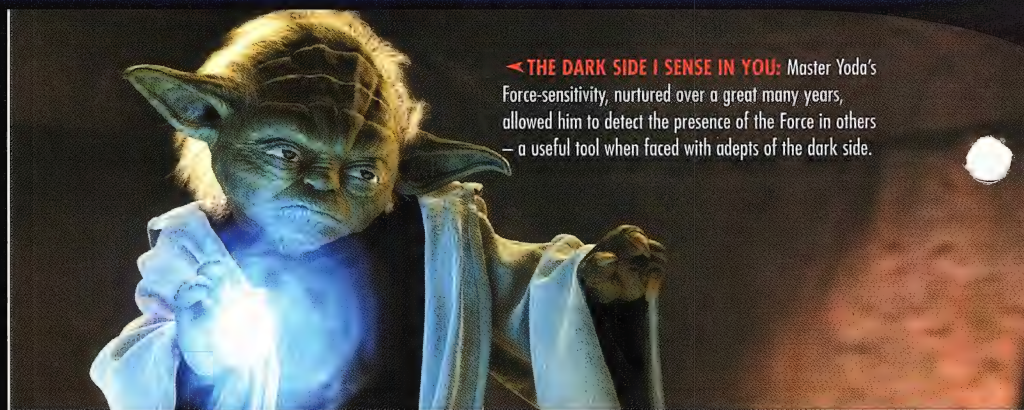
were well aware of the threat that Force-users posed. Anyone who displayed any sign of aptitude in the Force was arrested and simply disappeared. In the years leading up to the Galactic Civil War, the Emperor's minions hunted down the last of the Jedi.

The Emperor was one of the most powerful Force-users in history, but he kept his abilities secret from all but a trusted few. During this period, the only other adepts were either in hiding, like Yoda and Obi-Wan Kenobi, or working for the Emperor, like Darth Vader. Vader's adherence to the ways of the Force was occasionally mocked by senior Imperials, though rarely to his face. Powered by dark side anger, Vader had often demonstrated that the

Force, far from being an outmoded old religion, was a very real entity.

THE NEW JEDI ORDER

Since the overthrow of the Empire, the Force has regained its place in society, with a new order of Jedi coming to prominence under the teaching of Luke Skywalker, the spiritual heir to the original Jedi through Yoda and Obi-Wan Kenobi. However, many citizens of the New Republic still harbour feelings of mistrust towards Force-users. This stems in part from the memory of the dark side-users who dominated their lives during the period of the Empire, and in part from the abuses of power of a few rogue Jedi in the modern era.



< THE DARK SIDE I SENSE IN YOU: Master Yoda's Force-sensitivity, nurtured over a great many years, allowed him to detect the presence of the Force in others – a useful tool when faced with adepts of the dark side.



< Y I HAVE BECOME MORE POWERFUL THAN ANY JEDI: Although the dark side of the Force offers its users easy access to almost limitless power, those such as Count Dooku and the Emperor who are seduced by it, risk their own eventual destruction.



'WE'LL HAVE TO TRY SOMETHING MORE SUBTLE THIS TIME, ZAM'

22 BBY ASN 1



ASN-121 ASSASSIN

PROFESSIONAL ASSASSINS SUCH AS ZAM WESELL WERE OFTEN SUB-CONTRACTED TO UNDERTAKE DANGEROUS AND MESSY ASSIGNMENTS. THEY, IN TURN, WOULD RELY ON HIGHLY SOPHISTICATED DROID TECHNOLOGY TO DISPATCH THEIR PREY



THE planned assassination of Senator Padmé Amidala immediately prior to the Clone Wars was the responsibility of the notorious Jango Fett. Jango appointed Zam Wesell to sabotage the Senator's ship shortly after it touched down on Coruscant, but there was a technical hitch with the bomb's triggering mechanism, and Padmé escaped unharmed.

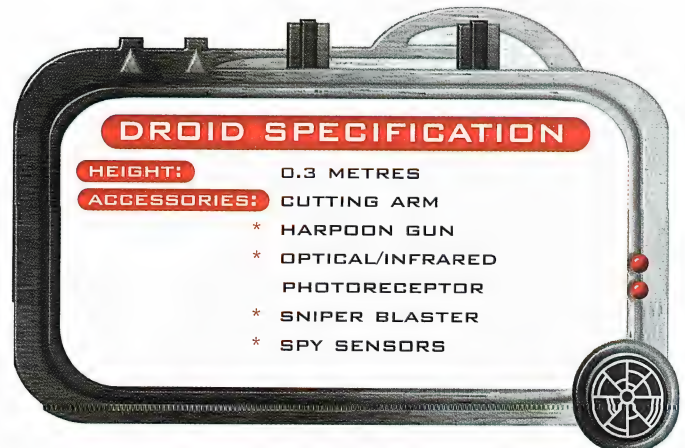
Security surrounding the Senator was further tightened after the attack, and Jango knew that it would be harder than ever to get close to his target – Padmé was now protected by Jedi Knight Obi-Wan Kenobi and his Padawan, Anakin Skywalker. Jango decided that the Senator would be dispatched by a pair of lethal kouhuns while she slept. The kouhuns would be surreptitiously deposited alongside their quarry by Zam's ASN-121 droid.

Jango gave Zam the deadly little creatures inside a clear cylinder, which she attached to a special dispenser positioned at the front of the droid. Zam then programmed the droid to negotiate the busy skies of Coruscant and home in on the apartment where Padmé lay sleeping beneath a security field.

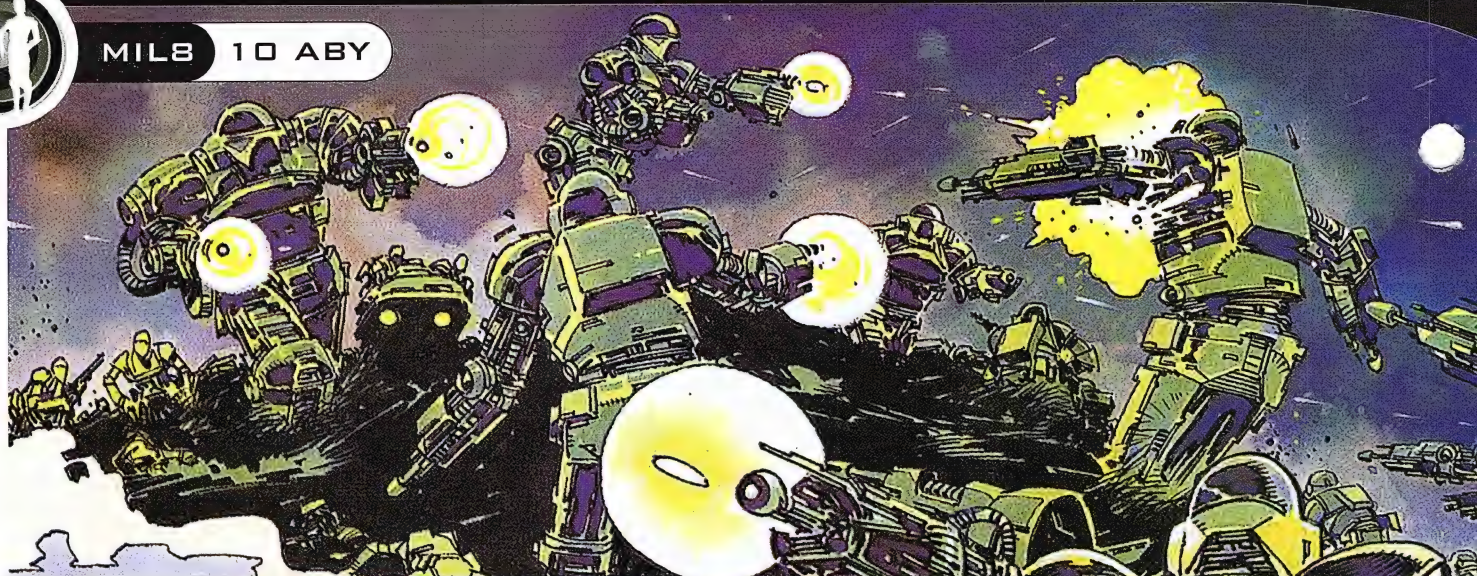
Zam's assassin droid was able to penetrate the window of the Senator's apartment, disable the automated security and bypass the vigilant R2-D2 with relative ease.



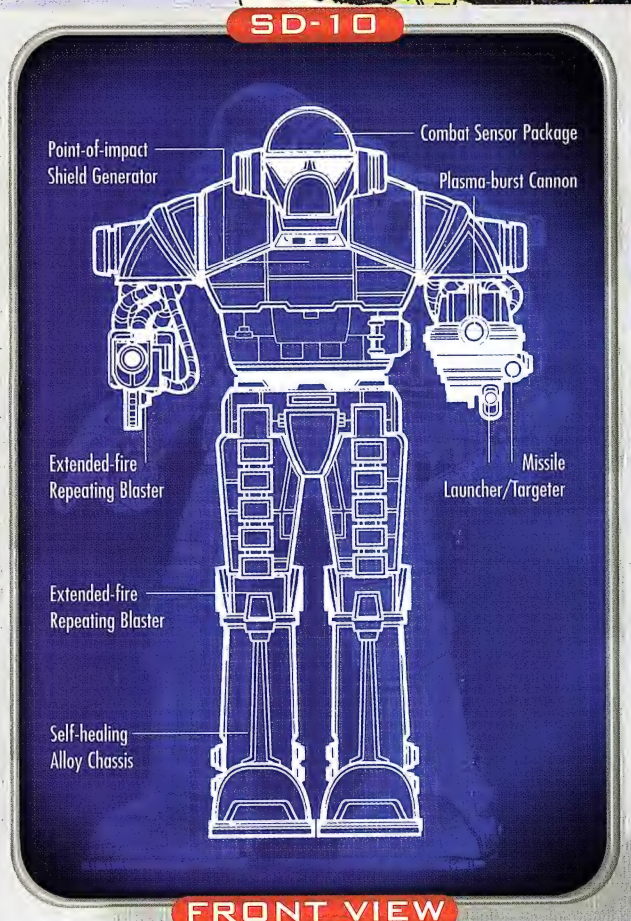
WE'LL HAVE TO TRY SOMETHING MORE SUBTLE: After the initial failed assassination attempt on Padmé Amidala, Jango Fett and Zam Wesell were forced to try a different approach. Jango gave Zam a capsule containing two deadly kouhuns, which she then installed in the ASN-121 assassin droid.



MIL8 10 ABY

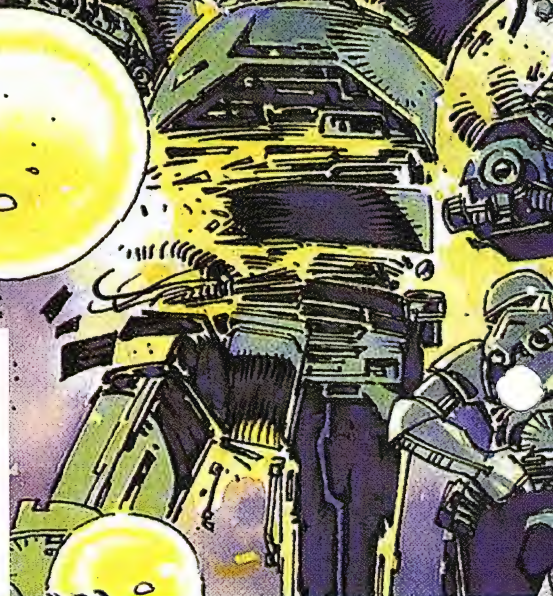


SD-10



FRONT VIEW

A WE HAVE THE SD-9S OUTMATCHED, SIR: When the SD-9 came up against the SD-10 on Balmorra, there was only going to be one winner. With the SD-10 incorporating the newest self-healing metals and other innovations, it was more than a match for the outdated SD-9.



equipment or the shut-down of the droid control ship. The Empire turned to the technicians of Balmorran Arms when it wanted to improve on these flawed designs.

The SD project was given the go-ahead by Governor Beltane, and the SD-10 was designed by the man behind the Imperial World Devastator droids – Imperial engineer Umak Leth. Leth wanted to improve on the SD series. The SD-9, put to good use by Grand Admiral Thrawn, boasted laser-reflective armour as well as ionization shielding, indefatigable servomotors and accurate targeting sensors. Replacing hands, or pincers, were a heavy repeating blaster and explosive plasma cannon.

The first SDs had packed an impressive punch but rigorous tests proved the droids were incapable of dealing with multiple targets, as they lacked tactical insight. The problem was solved in the SD-4 and SD-5 when Balmorran Arms illegally sliced top-secret Imperial data from General Mohc's dark trooper project. The SD-6, SD-7 and SD-8 were programmed with Mohc's data, as was the SD-9.

The SD-10, like the SD-9, stood at nearly twice the size of a Cybot Galactica 3PO protocol droid. It would have made scrap of such a droid just as soon as it aimed its photoreceptors at it. The SD-10 was a vast improvement on the SD-9, which had previously been sold to the Empire. Leth made the new model more formidable than its predecessor by giving it more cognitive abilities, a more powerful sensor package and a miniature concussion-missile launcher to boot.

The SD-10 was soon turned against its intended masters when Governor Beltane saw an opportunity to regain control of his planet. Beltane's adept technical crew had secretly modified the SD-10 with faster servos, point-of-impact shielding, an experimental self-healing metal and the know-how to defeat the SD-9.

"ALMOST LOST YOU IN THE TRAFFIC"

SOROSUUB AIR TAXI

32 BBY TAX3



THE SEEMINGLY BASIC VEHICLES WERE CAPABLE OF
IMPRESSIVE MAXIMUM SPEEDS, BUT REMAINED CLOSELY
MONITORED DURING THEIR FLIGHTS

ALTHOUGH there were many variations on the open-plan design of the Coruscant taxi, almost all these craft were manufactured by, or under licence from, the SoroSuub Corporation on the Outer Rim world Sullust. Producing everything from comlinks to cruisers, SoroSuub was a vast conglomerate that allied itself with the Empire during the Galactic Civil War, even taking over the government of its home planet, Sullust. Despite the fall of the Empire, the company was still operating well into the time of the New Republic.

CITY TRANSPORT

The typical air taxi was eight metres in length, with a single pilot seated in the right side of the forward passenger section. The pilot's controls were a simple steering yoke and a pair of thruster pedals with which to

direct the taxi's ducted engine exhaust and repulsorlift fields. Up to six passengers, depending on size and weight, could be carried in the standard taxi – one on either side of the driver in the front section and four in the rear.

Each rider would find a small viewscreen on the panel in front of them which would display fare information, as well as advertisements and other data. These screens could also be used to tap into Coruscant's computer network, if required. The taxis were designed as all-weather vehicles. In a city where life never stopped, they were called upon to operate day and night. During the hours after sunset, or if the taxis took fares into the darker, lower levels of the city, the vehicles used a set of three forward-mounted, multi-spectrum

headlights to light the way. These lamps could be altered to shine in visible, ultra-violet or infra-red ranges in order to assist navigation.

READY TO RIDE

The air taxi used three repulsorlift generator units during flight operations. The primary units provided lift via two cylindrical emitters on the vehicle's underside. The secondary repulsors were radial arrays mounted inside the ventral fins beneath the main hull (these allowed for precision steering). Tertiary repulsors arranged on the horizontal plane projected a 'bubble' field that served to deflect wind and weather, and protect the vehicle in a collision. Mild tractor-field generators inside the seats held passengers and driver in place without the need for restraint belts.

Luggage would be stored in a compartment between the passenger sections.



TAX4 32 BBY

SPEED AND ENDURANCE

Air taxis had a top speed of 191 kph, but most drivers kept well below this maximum velocity. The craft was capable of reaching altitudes of nearly three-and-a-half kilometres above the city floor, putting all but the tallest of Coruscant's towers well within its reach. With a full tank of propellant, these vehicles could make journeys of 210 kilometres before refuelling.

Although they have relatively small fuel capacity, air taxis make use of highly efficient twin turbine thrusters. These engines burn hot but are very cost-effective and largely maintenance-free.

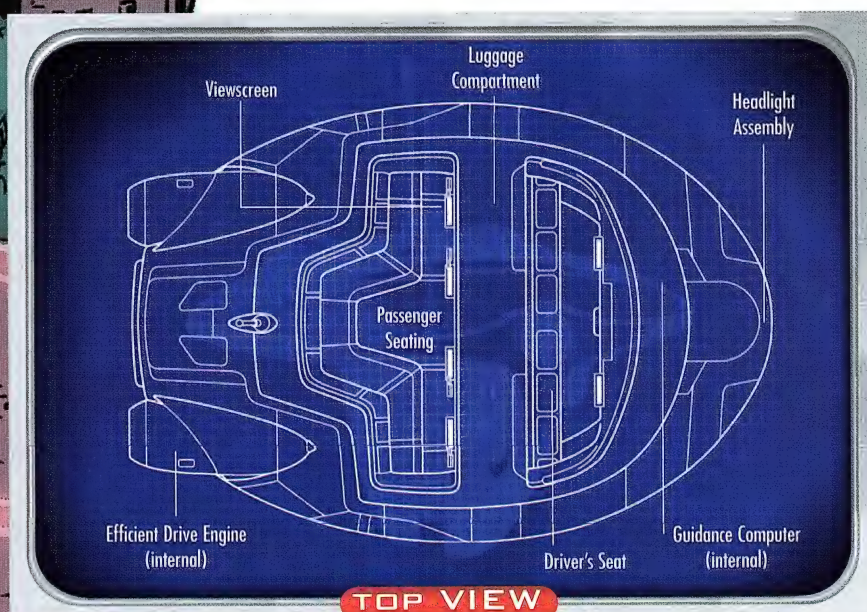


◀ **URBAN FLYER:** Equipped to handle the twisting lanes and narrow skyways of Coruscant's sprawling metropolis, air taxis are the quickest way to get from place to place and avoid the congested skylanes.

By law, air taxis are required to remain in communication with Coruscant's air traffic control authority at all times. A driver who fails to do so will instantly lose his 'free travel' waiver and his vehicle will be impounded. Two comlink systems are fitted as standard to the SoroSuub air taxi, the first being a series of signal receivers built into the body frame and the second, a communicator in the rear, equipped with a long antenna for clear reception.

HEART ATTACK MACHINE

Coruscant residents were familiar with the fast pace of air taxis, but visitors were often surprised by the hair-raising velocities. Although the skills of the drivers meant accidents were rare, a popular urban legend told of Senator Kalen, a delegate who offered a taxi driver a 100-credit tip to get him to a meeting at the Senate Chamber on time. The story went that the driver did as he was asked, but the high-speed trip gave Kalen a fatal heart attack and the fare was left unpaid.



'CHECK THE DEFLECTOR SHIELDS'

27 ABY SH11



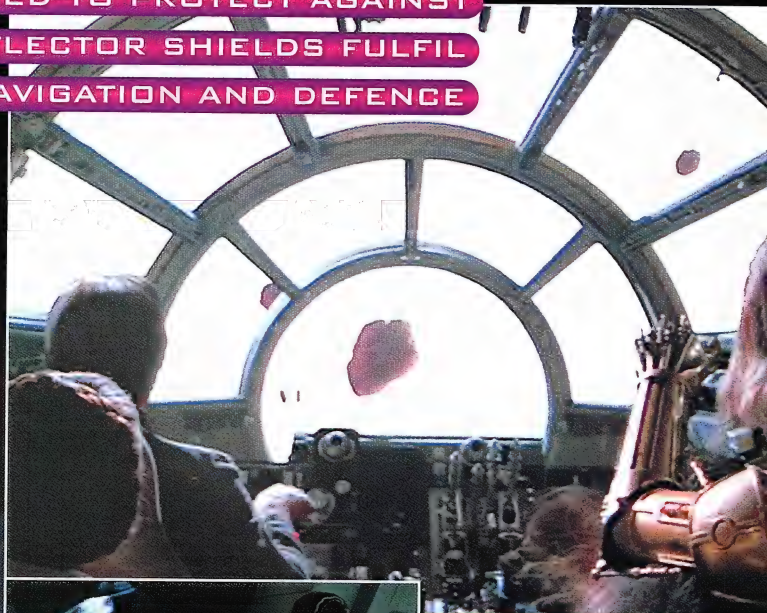
DEFLECTOR SHIELD TECHNOLOGY

POWERFUL ENERGY FIELDS DESIGNED TO PROTECT AGAINST MATTER AND ENERGY ATTACKS, DEFLECTOR SHIELDS FULFIL A VITAL ROLE IN BOTH STARSHIP NAVIGATION AND DEFENCE

LIKE turbolasers, ion cannons and proton torpedoes, deflector shields have become an essential component of galactic warfare. Over the millennia, weapons technology has advanced to a staggering degree, with weapons powerful enough to penetrate even the strongest armour and hull-plating. Deflector technology has duly been developed to counter these powerful weapons, utilizing energy force fields that repel or absorb the effects of matter or energy attacks. They have become crucial to victory in space battles.

Deflector shields shroud objects either fully or partially in a protective web of energy. Depending on their type and configuration, these shields can be projected either a few microns above the hull of a starship, or several metres away. The invisible energy barriers effectively protect the objects or spacecraft they surround, enabling them to withstand, or at least partially repel, physical attacks. Spacecraft also use this technology to protect themselves from natural cosmic hazards such as asteroid collisions and mega-meteoroid clouds, which can be potentially disastrous to unprotected vessels.

Deflector technology has adapted over the years and can be applied to almost any object with a sufficiently powerful generator. Shields have been employed to protect not only starships but buildings, vehicles, battle droids and even entire planets. Vessels as small as starfighters use modest shield protection to



< A ROCK & ROLL

The *Millennium Falcon*'s shields helped it survive against the odds in an asteroid field, despite the prediction of the Imperial forces under Darth Vader. The shield flashed bright white as it repulsed the incoming rocks.

< IMPREGNABLE BARRIER: During the Battle of Naboo, Bravo Flight under Ric Olié had to call off their attack as their weapons proved unable to breach the Trade Federation control ship's powerful shields. Only a brief dropping of the shields allowed Anakin Skywalker to enter the ship.

maximize their durability during dogfights and aerial assaults, yet due to the tremendous energy requirements needed to power and maintain deflector shields, the strongest systems are typically found aboard larger ships such as Imperial Star Destroyers or Trade Federation battleships.

Planet-based deflectors are the most powerful shields in existence, capable of protecting an entire section of a planet's surface, or projecting an energy field around a satellite such as a moon or space station.

There are two primary types of shield generator – particle shields and ray/energy shields. Both systems have distinct advantages and limitations, and to maintain an effective shield defence the most efficient installations use a combination of both.

SH12 27 ABY

> INNER DEFENCES:

In order to let a craft enter, particle shields have to be dropped momentarily.

To reduce vulnerability, hangars would often have their own inner laser batteries to cover captured craft as they docked.

Y NO SHIELDS:

Imperial TIE fighters were not fitted with shields. This inbuilt vulnerability was designed to make the pilots fly at their best at all times.

**PARTICLE SHIELDS**

Particle shields are designed to repel solid, physical objects. As well as providing an effective defence against matter weapons such as missiles and torpedoes, particle shields can repulse space debris and any other material objects, maintaining a vessel's hull integrity during long and hazardous voyages. Moreover, the energy drain on particle shields is low, allowing them to be maintained indefinitely without encroaching heavily on a vessel's power supply. The major drawback with particle shields is that they have to be lowered for docking manoeuvres, and although precision timing by computers can compensate for a ship's temporary vulnerability, large carrier vessels have to deactivate their shields to allow their fighters or shuttles to dock. Furthermore, particle shields provide no defence against energy weapons such as blasters and ion cannons, and vessels equipped with only particle shields can find themselves defenceless against a well-placed turbolaser strike.

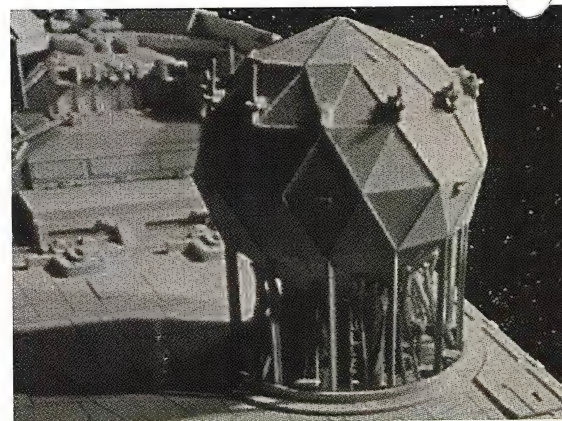
RAY AND ENERGY SHIELDS

Ray shields are the most powerful and energy-draining shield systems available. They utilize energy dampeners to absorb or dissipate coherent energy blasts such as laser, ion and even turbolaser strikes. Although they require enormous energy to maintain, they can provide impressive defensive power for as long as they last, with the most powerful ray shields able to withstand even a sustained turbolaser barrage before overloading. Unlike energy-efficient particle shields, ray shields use so much power that they are only raised during combat, or when battle appears to be imminent.

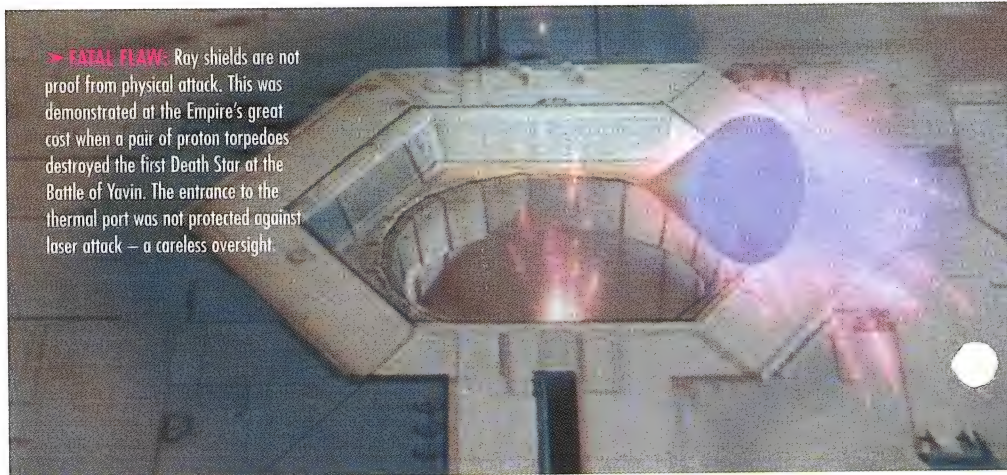
Ray shields are useless against missile weapons. During the Battle of Yavin, the ray-shielded thermal exhaust port on the Death Star's main reactor

was left vulnerable to a single proton torpedo strike – a design flaw that resulted in the battle station's destruction with the loss of thousands of lives.

Y REPULSION: Located on the top level of a Star Destroyer, generator towers create and maintain a strong energy shield that can repel not only solid objects, but also weapons fire.



> FATAL FLAW: Ray shields are not proof from physical attack. This was demonstrated at the Empire's great cost when a pair of proton torpedoes destroyed the first Death Star at the Battle of Yavin. The entrance to the thermal port was not protected against laser attack – a careless oversight.



"SWITCH YOUR DEFLECTORS ON - DOUBLE FRONT"

27 ABY SH13



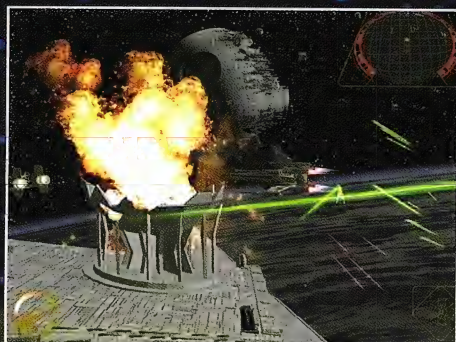
KDY ISD-72X DEFLECTOR SHIELD GENERATOR DOMES

NO MATTER HOW LARGE AND WELL-ARMED THE VESSEL, IT IS ONLY AS STRONG AS ITS SHIELD. ACCORDINGLY, IMPERIAL STAR DESTROYERS WERE FITTED WITH POWERFUL SHIELDS PRODUCED BY VAST GENERATORS POSITIONED ON THE GIANT SHIP'S BRIDGE

IN keeping with their incredible size and awesome firepower, the Empire's dreaded Star Destroyers used a suitably immense shield generator system. Star Destroyers featured twin KDY ISD-72X domes that were a distinctive feature of these impressive warships. These polyhedral globes were mounted on either side of the Destroyers' trapezoidal conning towers, and projected a powerful defensive screen that could shrug off all but the most devastating bombardment.

SERVICE

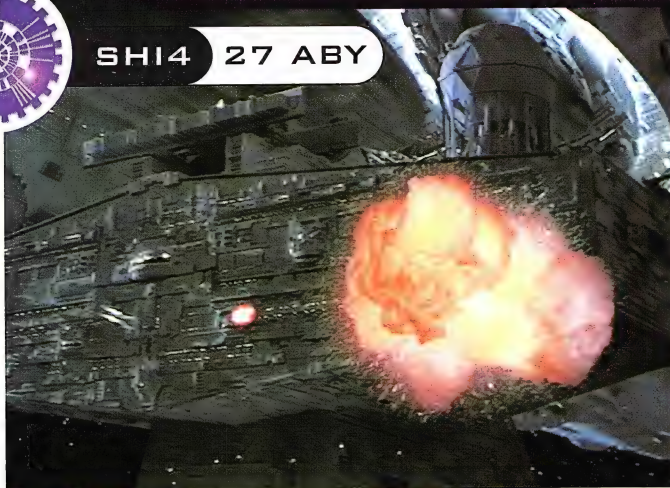
Despite the impressive power output of the ISD-72X, their service record on Star Destroyers was less than impressive. On a number of key occasions, enemies of the Empire were successful in disabling the shields and either destroying or forcing the Imperial ship to retreat. Although a lone fighter could not hope to dent the shield, a combined attack focusing on a concentrated area of the ship could cause the shield to fail temporarily. This then left the ship vulnerable to attack. Perhaps the greatest weak spot in the shield



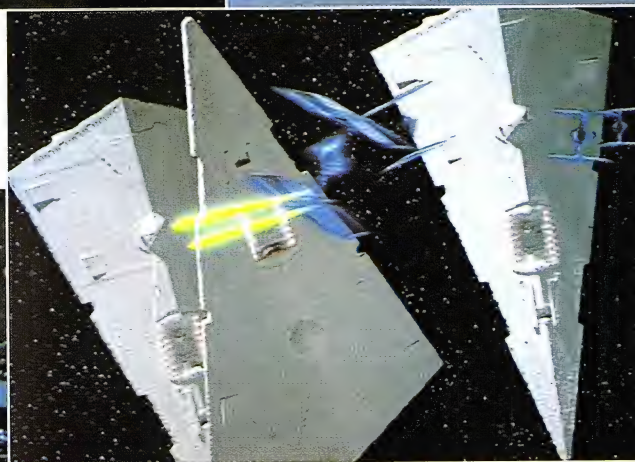
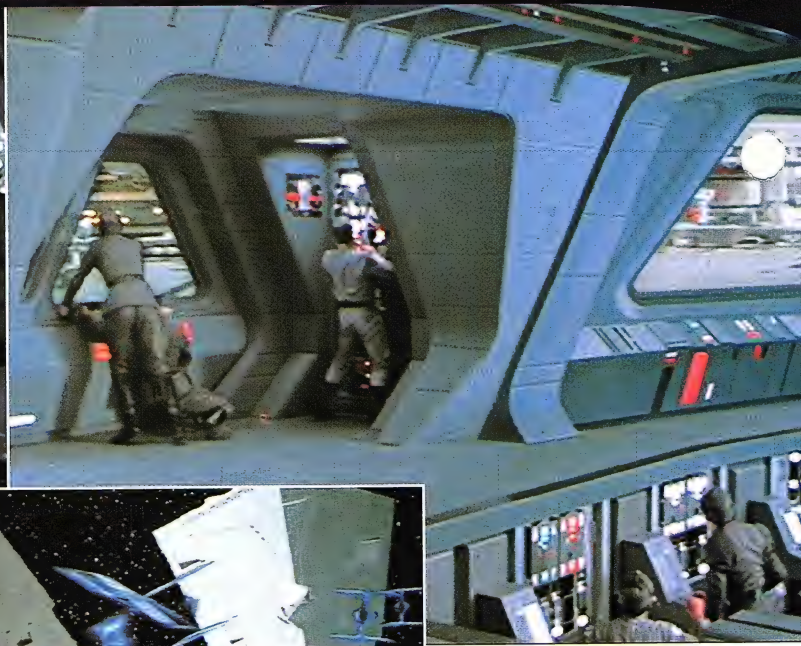
◀ SHIELDS DOWN

The shattered dome of a shield generator marks the doom of a Star Destroyer during the Battle of Endor. Once the domes were destroyed, Rebel pilots could make a more general attack on the vulnerable ship.

SH14 27 ABY

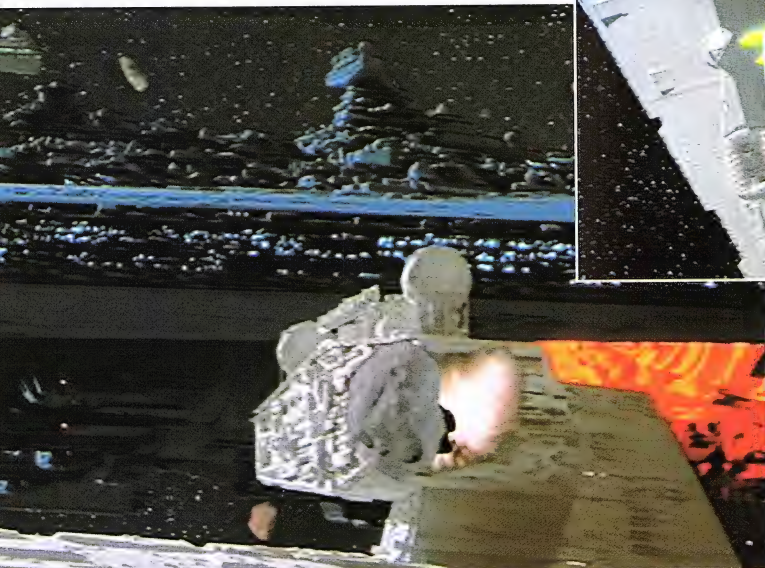


Y A SHIELD POWER: Some unlucky Rebel pilots got too close to the powerful shields of the Star Destroyers at the Battle of Endor. On impact with the high-energy barrier, the smaller starfighters were completely obliterated.



< A EVASIVE ACTION:

Collisions between Star Destroyers can be catastrophic. The ships' energy shields cancel each other out, allowing the structures to rip into each other. One such collision was narrowly avoided after the Battle of Hoth.

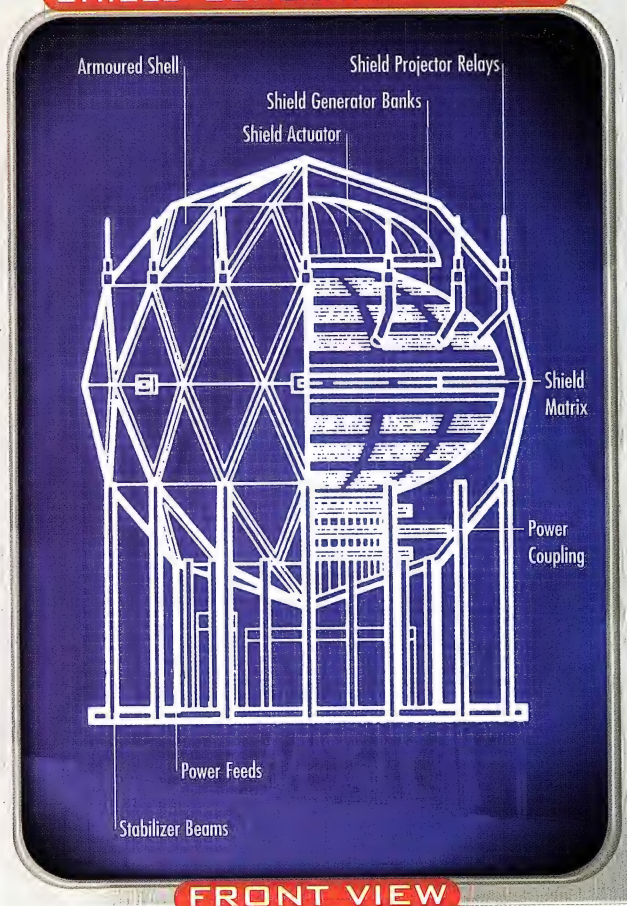


system was the positioning of the shield generators. Perched on either side of the bridge, the giant globes were the highest feature of the entire ship – and an easy target. Rebel tactics would be to target the generators, disabling the shield defences entirely.

VADER'S SHIELD

The shield system used aboard Darth Vader's Super Star Destroyer *Executor* was among the most powerful ever conceived for a warship. Prior to the Battle of Hoth, the *Executor*'s shields protected the vessel from a collision with three Star Destroyers that had made an inaccurate hyperspace jump. The three ships were destroyed against the vessel's shields, while the *Executor* suffered no damage. During the Battle of Endor, Rebel attempts to damage the *Executor* proved futile, until Admiral Ackbar ordered a strike against the warship's shield generators. Without its shields, the mighty *Executor* was vulnerable to a single out-of-control fighter that ultimately brought about the vessel's destruction.

SHIELD GENERATOR TOWER



'I SHALL ENJOY WATCHING YOU DIE'

4 ABY TAT31



PALACE DUNGEONS

SUFFERING AND DEATH AWAITED THE VICTIMS OF JABBA THE HUTT
IN THE DARK CHAMBERS OF HIS ANCIENT PALACE, WHERE NOT
EVEN DROIDS WERE SPARED FROM THE CRIME LORD'S CRUELTY

CONSTRUCTED long ago by a cruel and powerful warlord, the dungeons of Jabba's Palace were designed to inspire dread and despair in their victims. When Jabba the Hutt took control of the ancient citadel, he made full and enthusiastic use of their grisly facilities. A network of dark, squalid cells awaited the Hutt's prisoners, overseen with sadistic zeal by Jabba's thuggish Gammorean guards. Many of the dungeon's inmates were simply left to rot in the foul prison, while others were made to reflect on their indiscretions while Jabba contemplated a suitably grim and entertaining method of execution.



FRONT-ROW SEATS: As an unfortunate victim was dropped into the rancor's pit, Jabba's guests would gather round to watch the action.

Below Jabba's throne room lay the most feared of the palace's hidden chambers – a huge bone-strewn cave littered with skulls and reeking with the stench of death. This was the lair of the rancor, a towering nightmare with terrifying claws, teeth and a tough, armoured hide. The ravenous creature made short work of anyone dropped into the pit, and for Jabba this was a convenient, not to mention highly amusing, method of dispensing with unwanted individuals.

PUBLIC EXECUTIONS

Half-starved by its keeper, the ferocious carnivore sometimes feasted on Jabba's employees, bad musicians, disobedient slave girls and anyone else who displeased him. Jabba activated a trapdoor that sent victims tumbling below into a chute leading directly to the beast's lair. While the unfortunate soul waited anxiously for the creature to emerge from its pen, Jabba's dais rolled forward to a large, iron grate that provided him and his depraved minions with a clear view of the proceedings. As the creature emerged, Jabba's courtiers took bets on whether the rancor would consume its victims in pieces or simply swallow them whole. What happened next usually ended with a piercing scream, followed by a deadly silence – broken only by Jabba's laughter.

AIN THE GLOOM: Jabba's prisoners never knew what fate awaited them in the murky corridors and chambers of his ancient dungeons. Strange beasts lurked in every dark corner of the sprawling complex, sometimes reaching out to pluck any tasty morsel that happened to be passing by.

THE RANCOR

The dreaded rancor was a monstrous, salivating creature that stood over five metres high on powerful, trunk-like legs. A terrifying sight, its face was a gruesome mass of snarling teeth and sunken, lifeless eyes. A gift to Jabba from his major-domo, Bib Fortuna, it is uncertain how the beast arrived on Tatooine, as the species is native to the heavily quarantined planet Dathomir.

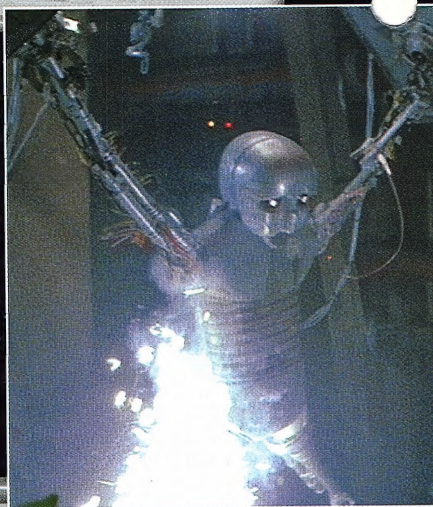
Through treachery, Fortuna acquired the creature from a rival named Kverve and presented it to Jabba. While Fortuna became chief lieutenant, Kverve became a meal for the rancor, the first of many victims, including Jabba's hapless dancing girl Oola. The rancor was cared for after a fashion by a bulky Corellian named Malakili. Though Malakili felt genuine affection for the beast, he made sure the rancor was undernourished so it would be starving when faced with Jabba's 'offerings'.

HOWLING BEAST

The monster finally met its end at the hands of Luke Skywalker, whose Jedi skills allowed him to outmanoeuvre the beast. Hurling a skull at the gate control panel, Skywalker brought the iron door of the rancor's pen crashing down on the beast's head, killing it. Jabba was left quaking with rage while Malakili sobbed with grief.

DROID CHAMBER

WHILE humans and aliens awaited their doom in the dungeons, mechanical miscreants also suffered Jabba's wrath in a custom-made droid torture chamber. Under the merciless ministrations of droid overseer EV-9D9 and her vengeful assistant 8D8, droids that had angered Jabba or outlived their usefulness were forced to endure a plethora of torture methods. Some had their pain receptors scorched, others were simply torn apart in mechanized demolition racks.



< A JABBA'S EXECUTIONER:

The ever-hungry rancor, driven half-insane by its subterranean imprisonment, wasted no time in consuming whatever creatures were offered it. The beast met its end when one prospective meal, Luke Skywalker, proved to be too much for the beast to swallow.

'CHECK THE CONTAINMENT FIELD FOR INTEGRITY'

32 BBY NAB20



PLASMA-MINING

THE PROCESS OF MINING AND PURIFYING PLASMA SO THAT IT COULD BE USED IN HOMES, OFFICES AND FACTORIES WAS A COMPLEX AND DANGEROUS ONE

THE Theed power generator was housed inside a large, long, yet relatively inconspicuous building, topped with three domes. It was beneath the first dome – the one closest to the Theed Hangar – that most of the plasma-processing took place. The remaining two domes were used as surplus storage tanks, keeping the precious reserves of refined plasma in a carefully balanced vacuum.

If you only consider the depth of the generator's extraction shaft, you will begin to realize what a massive undertaking the construction of the entire complex was. There was just one shaft, but its depth – extending deep into the very bowels of the planet – is almost impossible to comprehend. It was used to extract the plasma itself, employing vacuum pumps literally to suck the precious super-charged gas from the centre of the planet. A containment field projector kept the plasma under control.

REFINING PROCESS

Once the plasma had been brought to the planet's surface, it was channelled into the acceleration chamber, immediately adjacent to the Theed

hangar. This chamber was filled with a number of acceleration shafts, each one lined with thermal carbon membranes. The plasma was forced through each of these and made to flow faster and faster in order to intensify the energy output.

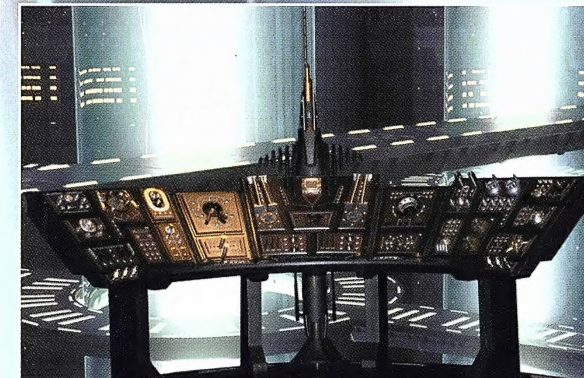
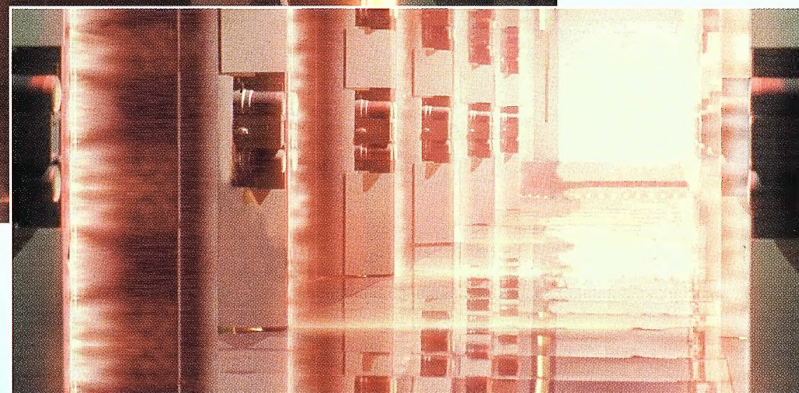
Fully charged, the plasma then flowed into the main activator, a roughly cylindrical tower that sat immediately below the laser gate security corridor. The activator was used to stabilize the plasma before passing it into Theed's power distribution grid, via plasma compressors.

PROFITABLE SURPLUS

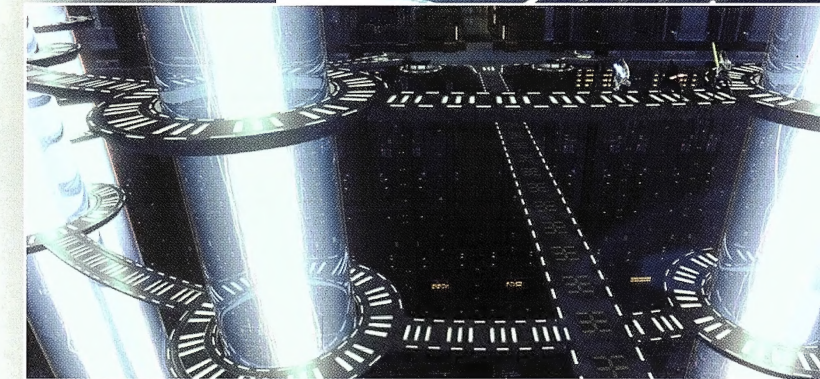
Not all of the plasma was sent into the grid, however. The abundance of the natural resource made it possible for the Naboo to spare some of their plasma for times of crisis and for export to plasma-hungry worlds. To this end, plasma was siphoned off for storage in the pair of huge tanks housed in the two domed buildings adjacent to the main generator. Here the plasma could be stored in a stable vacuum for a considerable length of time. Tanker transports would dock close to the storage tanks to be filled with plasma for shipping to clients.

< Y LASER GATES:

Plasma activation can result in potentially lethal energy outputs. The laser gates were intended to limit the damage these random outputs might have, operating at the first sign of a surge. Immensely sensitive, the doors often opened and closed several times in just five minutes.



A DATA CONSOLES: It was possible for engineers to monitor pressure and energy fluctuations from inside the acceleration chamber itself. Very often, the experienced and sensitive eyes of the power generator engineers detected potential problems before any instruments were able to trigger an alarm. These consoles were often used by engineers to confirm their hunches and take immediate action.



A Y MAINTENANCE WALKWAYS: As well as having a series of glowing vertical acceleration shafts, the acceleration chamber was filled with a lattice of maintenance walkways. These walkways climbed up from the very bottom of the chamber, layer upon layer, and rippled out from the entrance to the Theed hangar in a series of concentric circles. Each acceleration shaft was girdled by a number of these walkways, which were used by engineers when inspecting the shafts for wear, damage or leaks. Lax health and safety regulations as well as limited use meant the walkways did not have railings but, fortunately, there were no known fatalities from falling into the chamber, although Obi-Wan Kenobi came close.





WE'LL HANDLE THIS...

THEED POWER GENERATOR

SILENT AND INCONSPICUOUS, THE THEED POWER GENERATOR WAS NEVERTHELESS THE THROBBING HEART AT THE CENTRE OF NABOO SOCIETY

PLASMA is considered by many to be the fourth state of matter after solids, liquids and gases. Plasma is also one of the most potent known sources of energy in the galaxy. However, with great power comes great danger – and plasma is no exception. There are few places where it can be obtained safely and easily. Many have died in the effort to acquire it and tap its energy potential.

The unique geology of Naboo means that much of this danger is eliminated. The surface of Naboo, with its sweeping hills and gaping valleys, its wide plateaux and sheer cliff faces, hides an entirely separate, underwater world. The core of Naboo comprises immense oceans and rivers that surge around and through vast underground caverns.

The very centre of the planet is a natural source of plasma, which is constantly being created by naturally occurring ionization reactions. The Gungans – the other species to inhabit Naboo – learnt long ago how to tap into and use plasma energy for their own purposes. It is only relatively recently that the Naboo discovered how to use it to realize their own energy needs.

Even a hundred years ago, the Naboo were still mining for raw materials that they could burn to generate power – despoiling and scarring the surface of their beloved world in the process. Their first efforts at extracting plasma were somewhat fitful, but when they realized that it had the potential to meet all their energy needs, they devoted serious research to the project.

become to the Naboo way of life, it is amazing to think that it was completed only some 20 years before the Battle of Naboo. The fact that the complex was opened by the then Senator Palpatine is an additional, and intriguing, historical footnote.

In terms of size, only the Theed Royal Palace came close to vying with it. Despite the power generator's very utilitarian function, the design of the building was as graceful and elegant as any other in the city, its green-topped triple domes and plain, faceless walls belying the supremely sophisticated technology contained within.



A PERFECT PLASMA: Naboo's geology made it uniquely suitable for plasma extraction. This ease made plasma-processing a lucrative export industry for the Naboo.

PLASMA POWER

The Theed power generator was the culmination of years of work and research. If the Royal Palace was the city's brain, the power generator was to become its heart, pumping energy into the city's arteries and ensuring that the Naboo way of life could continue to thrive and flourish. So integral did the power generator

> SITH BATTLE: The Theed power generator was the setting for the crucial battle between two Jedi Knights and the mysterious Sith Lord, Darth Maul.

STRATEGIC POSITION

The building was sited next to the Theed hangar, the whole complex nestling on the edge of the cliffs that the city abutted. This location meant that the power generator could more readily supply energy to the ships that were housed in the hangar. Furthermore, being next to the hangar made its defence by Naboo starfighters easier and reflected the building's importance to Theed.

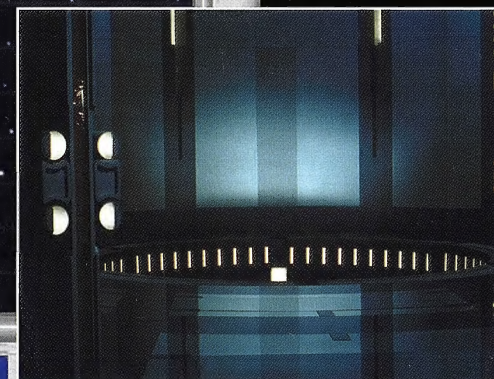


GENERATOR CORE

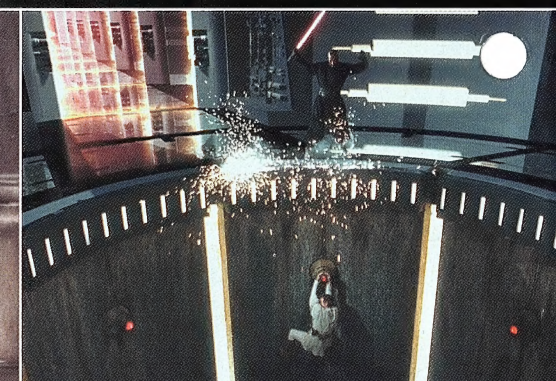
THE generator core, which was the site of the final episode in the battle between Darth Maul and two Jedi Knights, was an essential part of the plasma-purifying process. It was here that the highly charged and toxic waste products of the extraction and power generation process were treated to make them safe.

CLEANING SYSTEM

The core consisted of a series of high-energy particle coils that transformed the dangerous slough into harmless gases and particles. The core ensured that the whole process of extraction and power generation was environmentally clean and low-impact.



A BLAST DOORS: Damage to an acceleration shaft could lead to plasma escaping with explosive effect. It was for this reason that the Naboo advised visitors to the power generator not to carry weapons. If there ever was a leak, an emergency shutdown would come into operation in order to limit the damage, and any detonations that occurred would be withstood by the blast doors.



A LONG DROP: The depth of the generator core was fathomless and the tunnel filled with harmful waste particles. Obi-Wan Kenobi was lucky to escape.